GATEWAY RPG – Character Sheet

Character Name: _____

Level: _____ Race or Species: _____

Class or Archetype Description:

Strength (STR)

____ Athletics Check
____ Melee Attack
____ Strength Saving Throws

Dexterity (DEX)

____ Turn Order(Initiative Check)
____ Acrobatics Check
____ Sleight of Hand Check
____ Piloting (Land, Sea, Air, Mech)
____ Lock Picking
____ Stealth Check
____ Hide Check
____ Ranged Attack
____ Dexterity Saving Throws (AC)

Constitution (CON)

____ Constitution Saving Throws (HP)

Hit Points	Armor Class	Move
Current / Max	___	___

Background or Backstory Description:

Intelligence (INT)

____ Arcana Check
____ History Check
____ Streetwise
____ Investigation Check
____ Computer Use / Tech
____ Nature Check
____ Religion Check
____ Saving Throws

Wisdom (WIS)

____ Animal Handling Check
____ Insight Check
____ Medicine Check
____ Perception Check
____ Survival Check
____ Casting Magic/Superpower
____ Wisdom Saving Throws

Charisma (CHA)

____ Deception Check
____ Deception Check
____ Intimidation Check
____ Performance Check
____ Persuasion Check
____ Charisma Saving Throws

Weapons:

Special Abilities:

Items:

Currency:

Notes:

Oracle Table

d20 Roll	***Outcome***	***Narrative Cue***
1	**No, And (Negative Consequence)**	A disastrous failure that also causes a major consequence.
2–6	**No**	A simple failure; the action does not work.
7–10	**No, But (Minor Opportunity)**	A failure that comes with an unexpected opportunity or silver lining.
11–14	**Yes, But (Minor Complication)**	A success that comes with a complicating factor or a minor drawback that must be navigated.
15–19	**Yes**	A clean, straightforward success that achieves the intended goal without hindrance.
20	**Yes, And (Positive Addition)**	An exceptional success that meets the goal and creates a new opportunity.

Character Portrait

Difficulty Class Scale

- **Simple**: 2 to 5
- **Easy**: 6 to 10
- **Moderate**: 11 to 15
- **Hard**: 16 to 19
- **Near Impossible**: 20

Actions per Turn:

- **One Movement Action**
- **One Primary Action**
- **One Bonus Action**